

## Mutant Wrasslin'



You got yer mutie critter that you bout in the ring with some other dude's critter for the entertainment of the wasteland wanderers at Madam Scroungie's Rendezvous and Tonsorial Emporium.

Start with base body: 2 arms, 2 legs, 1 head, funky bits (no benefits, but looks cool)  
Soak with 2d6 Radiation Points. Buy more pieces-parts:

Points	Parts	Bonus
3	extra arms	Additional hit/+2 grapple
2	extra head	Additional bite
3	extra legs	+ 2 charge damage
2	scales	+2 damage points/buy*
3	horn plates	+3 damage points/buy*

\*multiple buys allowed

Damage points: 2d6

Draw yer critter. Make it look really badass.

### Fight!

Players roll 1d6 each. Higher die attacks. Players secretly choose action and reveal at same time.

#### Attack:

Charge – 1d6+2

Hit – 1d6/pair arms

Bite – 1d6/head

#### Defense :

Block - 1d3 damage reduction (min 0)

Dodge – roll 1d6: even, half damage; odd, negates attack

Run Away – negate attack, forfeit next attack

#### Special:

Either/both may Grapple – roll 1d6 each. Lower die loses 2 points. Roll again. Higher roll may choose 2 points additional damage or break free.

First critter to 0 damage points loses and is eaten by the victor and/or crowd.